How to make Levels:

* In the first line you set how big of the map for width and height.
  + I.E.: 3 x 4 (first number is width, need the space and ‘x’ and another space then second number is height. This will set the grid to be 3 blocks wide and 4 blocks down)
* Second line, for right now always have it at dynamic. That is to set the player size, but I haven’t removed it yet, so just keep it as “dynamic”
* Third line, is for the enemies. The first number is how many enemies you want. A space is needed, then you set the speed, first being on the x and second for the y. It will pick a random speed between that number and the negative of it. If you don’t want enemies, then type none
  + I.E.: 1 2 x 3 (one enemy. For the x speed it will pick a random number between -2 and 2 for the x speed, if it chooses 0 then it will be 1, then it will pick a random number between -3 and 3 for the y speed)
* Fourth line is for the theme. The theme list is:
  + christmas
  + halloween
  + valentines
  + easter
  + patricks
  + thanksgiving

After that there is no special lines just the layout of the map.

* Symbol meaning:
  + x = block
  + p = player
  + c = coin
  + d = door
  + - = empty space
  + . = skip line

A good method is to fill it all with x’s then empty it out and build a maze (REMEMBER SPACES ARE NEEDED EXCEPT IN WORDS)

I.E.:

7 x 7

dynamic

none

christmas

|  |  |  |  |
| --- | --- | --- | --- |
| Fill | Clear | Put in door and player | Put in Coins |
| x x x x x x x  x x x x x x x  x x x x x x x  x x x x x x x  x x x x x x x  x x x x x x x  x x x x x x x | x x x x x x x  x - - - - - x  x - x x x x x  x - - - - - x  x x x x x - x  x - - - - - x  x x x x x x x | x x x x x x x  x - - - - d x  x - x x x x x  x - - - - - x  x x x x x - x  x p - - - - x  x x x x x x x | x x x x x x x  x - c - - d x  x - x x x x x  x - c - - - x  x x x x x - x  x p - - c - x  x x x x x x x |